

**Bidstack Group Plc / Epic: BIDS.L / Index: AIM**

**RNS ANNOUNCEMENT: The information communicated in this announcement contains inside information for the purposes of Article 7 of Regulation 596/2014.**

**19 March 2019**

**BIDSTACK GROUP PLC ('BIDSTACK OR 'THE COMPANY')**

**Exercise of 250,102 Warrants, Issue of Equity and Total Voting Rights**

Bidstack Group plc (AIM: BIDS.L), the native in-game advertising group, hereby announces that on 18 March 2019, the Company received a subscription notice exercising 250,102 warrants to subscribe for new ordinary shares in the Company at a subscription price of 5 pence per share ("New Shares").

Application will be made for the admission of the 250,102 New Shares to trading on AIM and it is expected that dealings in the New Shares will commence on or around 22 March 2019. On admission the New Shares will rank *pari passu* in all respects with the Company's existing ordinary shares.

***Total Voting Rights***

Following admission of the New Shares, the total issued share capital of the Company will consist of 199,057,733 ordinary shares. As such the total number of voting rights in the Company will be 199,057,733 ordinary shares. This number may be used by shareholders as the denominator for the calculations by which they will determine if they are required to notify their interest in, or a change to their interest in, the Company under the FCA's Disclosure and Transparency Rules.

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**Contacts**

**Bidstack Group PLC**

James Draper, CEO +44 (0) 7850 341 885

**SPARK Advisory Partners Limited**

Mark Brady/Neil Baldwin/James Keeshan +44 (0) 203 368 3550

**Peterhouse Capital Limited**

Eran Zucker/Lucy Williams/Duncan Vasey +44 (0) 20 7409 0930

**Alma PR**

Josh Royston/ Sam Modlin +44 (0) 203 405 0205

**Notes to editors**

Bidstack is an advertising technology company which provides dynamic, targeted and automated native in-game advertising for the global video games industry across multiple platforms. Its

proprietary API technology is capable of inserting adverts into natural advertising space within video games across multiple video games platforms (mobile, PC and console).

Bidstack's customers are games publishers and developers and advertising agencies, brands and programmatic advertising platforms. Bidstack contracts exclusive access to the native in-game advertising space within video games from their developers or publishers and sells that advertising space either direct to specific brands and their agencies or through programmatic advertising platforms.